Subject: FileSel in Windows: a small problem
Posted by pvictor on Tue, 10 Apr 2018 10:34:41 GMT
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Hello.
I noticed a small issue in FileSel under Windows:
when I click "Network" on the left side, then any local disk, it opens, but I cannot enter into any subdirectory.
If after clicking "Network" I enter into any network folder, all works OK.
It happens in TheIde as well.
I've found a small change in source code, that solves this problem:

CtrlLib/FileSel.cpp before:

```
bool FileSel::OpenItem() {
 if(list.IsCursor()) {
 #ifdef PLATFORM_WIN32
  if(netnode.GetCount()) {
   SelectNet();
   return true;
  }
 #endif
  const FileList::File& m = list.Get(list.GetCursor());
 #ifdef PLATFORM_WIN32
  if(IsNull(dir) && m.name == t_("Network")) {
   netnode = NetNode::EnumRoot();
   netnode.Append(NetNode::EnumRemembered());
   LoadNet();
   return true;
  }
 #endif
  if(m.isdir) {
   SetDir(AppendFileName(~dir, m.name));
   return true;
  }
 }
 if(mode != SELECTDIR)
  Finish();
 return false;
}
```

CtrlLib/FileSel.cpp after:

```
bool FileSel::OpenItem() {
 if(list.IsCursor()) {
  const FileList::File& m = list.Get(list.GetCursor());
 #ifdef PLATFORM_WIN32
```

```
  if(IsNull(dir) && m.name == t_("Network")) {
   netnode = NetNode::EnumRoot();
   netnode.Append(NetNode::EnumRemembered());
   LoadNet();
   return true;
  }
 #endif
  if(m.isdir) {
   SetDir(AppendFileName(~dir, m.name));
   return true;
  }

// just moved from above
 #ifdef PLATFORM_WIN32
  if(netnode.GetCount()) {
   SelectNet();
   return true;
  }
 #endif

 }
 if(mode != SELECTDIR)
  Finish();
 return false;
}
```

Most likely, this swapping the code isn't the best solution, but it helps.

Victor

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Subject: Re: FileSel in Windows: a small problem
Posted by mirek on Mon, 23 Apr 2018 09:46:01 GMT
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Thank you, fixed.

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Subject: Re: FileSel in Windows: a small problem
Posted by Novo on Mon, 23 Apr 2018 16:45:34 GMT
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There is a small problem with Linux.
FileSel::GoToPlace() should look like below.

```
void FileSel::GoToPlace()
{
 if(places.IsCursor()) {
#ifdef PLATFORM_WIN32
  netnode.Clear();
#endif
  dir <<= places.GetKey();
  Load();
 }
}
```